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USPT	((709/310 709/311 709/312 709/313 709/314 709/315 709/316 709/317 709/318 709/319 709/320 709/321 709/322 709/323 709/324 709/325 709/326 709/327 709/328 709/329 709/330 709/331 709/332)!.CCLS.)	1430	L1

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File: USPT

Mar 4, 1997

US-PAT-NO: 5608909

DOCUMENT-IDENTIFIER: US 5608909 A

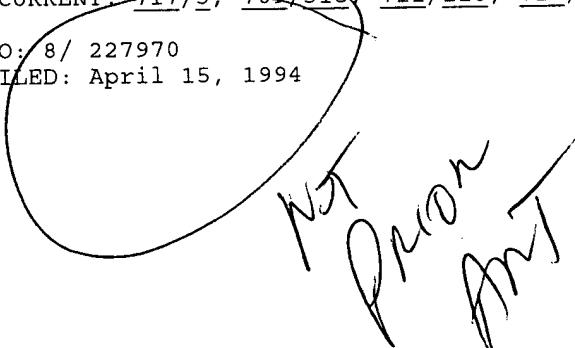
TITLE: Method and system for caching presentation data of a source object in a presentation cache

DATE-ISSUED: March 4, 1997

US-CL-CURRENT: 717/3, 709/315, 711/118, 717/5

APPL-NO: 8/ 227970

DATE FILED: April 15, 1994


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File: USPT

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TITLE: Method and system for dynamically generating object connections

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File: USPT

Jan 16, 1996

US-PAT-NO: 5485617
 DOCUMENT-IDENTIFIER: US 5485617 A

TITLE: Method and system for dynamically generating object connections

DATE-ISSUED: January 16, 1996

INVENTOR-INFORMATION:

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APPL-NO: 8/ 166976
 DATE FILED: December 13, 1993

INT-CL: [6] G06F 9/44
 US-CL-ISSUED: 395/700; 364/DIG.1, 364/284.3, 364/285
 US-CL-CURRENT: 709/315
 FIELD-OF-SEARCH: 395/650, 395/700

PRIOR-ART-DISCLOSED:

U.S. PATENT DOCUMENTS

		Search Selected	Search ALL	US-CL
PAT-NO	ISSUE-DATE	PATENTEE-NAME		
<input type="checkbox"/> <u>5303379</u>	April 1994	Khoyi et al.		395/700
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<input type="checkbox"/> <u>5315703</u>	May 1994	Matheny et al.		395/164
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OTHER PUBLICATIONS

"Ole 2.0 Part II: Implementing a Simple Windows Object Using Either C or C ++", by
 Brockschmidt, Kraig, Microsoft Systems Journal Sep. 1993 p. 49.

ART-UNIT: 236
 PRIMARY-EXAMINER: Kriess; Kevin A.
 ASSISTANT-EXAMINER: Courtenay, III; St. John
 ATTY-AGENT-FIRM: Seed and Berry

ABSTRACT:

3/28/01 10:17 AM

A method and system for dynamically generating object connections is provided. In a preferred embodiment, a connection can be generated between a source object and a sink object using a connection point object. A source object has connection point objects where each connection point object corresponds to a particular interface. A sink object implements one or more notification interfaces for connecting to a source object. A connection point object of a source object can connect to multiple notification interfaces, which belong to one or more sink objects. A connection point object keeps track of pointers to the notification interfaces to which it has been connected. In order to generate a connection, a sink object requests from a source object a connection point object corresponding to a particular interface. The source object determines whether it supports such a connection point object, and if so returns a pointer to the connection point interface of the determined connection point object. The sink object then requests to be connected to the connection point object using the returned connection point interface pointer and passes a reference to a notification interface of the sink object corresponding to the particular interface. The connection point object then stores the reference to the notification interface of the sink object, creating a connection between the sink object and the source object. At some later time, the source object can utilize the connection to notify the sink object through the connected notification interfaces.

45 Claims, 10 Drawing figures